

Sport In The Box Support

[Ohjeet](#) > [Score Pilot](#) > [Releases](#) > [Release Notes v1.8.1](#)

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Josefin Ström - 2026-08-25 - [Comments \(0\)](#) - [Releases](#)

ScorePilot 1.8 — Release notes

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Version 1.8.1

Breaking change — action required

Sport in the Box must be reinstalled and paired again.

ScorePilot now talks to Sport in the Box over the ScorePilot protocol. Older Sport in the Box installations speak the previous format on the different ports, so after updating to 1.8 they will not be found and will not receive data.

Required version of Sport in the Box is: 2.24 or later

Migration steps

1. **Update ScorePilot to 1.8** on every unit that drives a Sport in the Box display.
 2. **Install the new Sport in the Box build.** The matching version is required — an older install cannot be paired with 1.8.
 3. **Pair the display again.** Existing pairings might not carry over. Check your Sport in the Box pairings and re-run pairing from the data output settings if needed.
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☐ New sport: American football

American football is now a fully supported sport, from the game view through to the data outputs.

Play clock

A second clock that runs independently of the main game clock, with its own setup screen, colour and end-of-clock behaviour. Possession follows the play clock as well as the game clock.

Scoring and stats

Touchdown and field goal buttons, a +6 score step, and Down / To Go / Ball On controls you can tap in the game view or correct from the edit menu.

Board and data

American football timelines, a 20-minute halftime default, an AF possession icon, and clock scaling that keeps the layout intact on the scoreboard templates. Full AF data is sent on both the SiB TCP and ScorePilot protocols.

❑ Power break (ice hockey)

Power breaks now have their own settings, moved in alongside the rest of **Game Settings**, and a dedicated button in the game view.

- The button **highlights while a power break is due**.
- There are no restrictions on how many power breaks can be activated during a period, but the button will only be highlighted once per period.
- The clock **pauses correctly** for the break and shows break progress; the break clears itself on game transitions.
- Power break is included in the **Saturn**, **ScorePilot** and **TV** protocol output, break clock titles included.

❑ Export & Import (replaces Backup)

Backup has been rebuilt as **Export & Import**, with its own tab in the settings menu instead of living under General Settings.

Change	What it means
Pick what you move Teams without configs Images follow their owner	Exporting opens a selection modal with a select-all toggle, progress feedback, and clearer empty states. You can import teams on their own — importing them no longer forces the sport configuration along with them. Logos and images travel with the team or config they belong to, and only unique images are listed.

❑ Horn control

- **Horn before end of period** can be configured to sound ahead of the game clock running out.
- **Test your horns**. A larger test button plays a horn from the settings screen, and restoring the default horn settings now asks for confirmation first.
- **No more runaway horn**. The manual horn stops the moment the button is released, and every horn has a hard maximum length so it can never sound indefinitely.
- Horn settings and per-horn triggers are sent out in the **ScorePilot protocol**.

❑ Around the game view

- **Total game time** is shown on the game clock and shrinks to fit the space available.
- **Hidden penalties** — also known as personal penalties — are listed separately and no longer take up a running penalty slot on scoreboards. Complete with customisable settings to setup penalties the way you want. Penalties with plus minutes, such as 2+10, can also be hidden on scoreboards, and only displayed during the main penalty.
- **Sport labels** in team selection make it clear which sport a team belongs to.
- **Double-click** the external shot clock buttons to blank the shot clock.

□ Fixes & improvements

Area	Change
Network	Auto IP now falls back to a `169.254` address when the network has no working DHCP server, and Network Settings shows what state the connection is in.
Saturn protocol	The shot clock can be blanked correctly, start/stop shot-point behaviour now matches the real console, and brightness can be set per data output.
Input	The numpad no longer leaves a zero you can't delete, and text fields stop dropping or restoring characters while you type.